

The Fantasy Trip™

Wizard

Basic Magic Combat Rules



Delicra Game™ 6

The Fantasy Trip^{T.M.} Wizard

Basic Magical Combat for THE FANTASY TRIP

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Third Edition (Revised)

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Major rules changes in this third edition of WIZARD have been indicated by grey shading. Minor corrections are unmarked.

I. INTRODUCTION

Yzor wondered, for at least the fortieth time that morning, how he had gotten into this. Only last night, he had had nothing more pressing to worry about than the weather – and here he was, in a duel to the death.

Of course, his mentor Aronnen had explained it all. “Basically, son, it’s an attack on me. None of the masters of the T’reo School care to face me in the arena – but it was easy enough for them to bribe a proctor for validation when *you* were called out. They won’t do it again – but you have no choice, if you wish to stay here. You must fight. Do you even know this Krait who claims you insulted him?”

Yzor did, vaguely. His opponent was a boastful little man of his own age, hot-tempered, of no great learning but small and quick as the snake whose name he bore. Like Yzor, he was an advanced student in martial magic – but once already Krait had killed in the arena.

Then the gong rang, and Yzor exhaled and stepped into the arena. At the other end, he saw Krait. Abruptly, the gong rang again.

Yzor took a slow step forward, framing in his mind the spell that would dazzle Krait and spoil his deadly accuracy. His hands moved, and a flash came – but not before Yzor saw a wolf appear at Krait’s end of the hall. *At least*, he thought, *it’ll dazzle the wolf too*. He had no doubt it was real; Krait was too unsubtle to throw an image, and not learned enough to use an illusion. But *he*... Suiting actions to thoughts, Yzor pictured a wolf. The knot of force appeared – an illusion. *Well, at least my spells are working*. Krait was standing still, with a look of concentration – casting a protective spell on himself, no doubt – and Krait’s wolf was rushing for Yzor.

Then it was on him – but his illusion was on its tail. The Dazzle had slowed its reactions just enough to let Yzor jump back, leaving the two wolves to fight. A glance at Krait showed him glaring at the wolves. *He knows it’s an illusion*, thought Yzor. *Can he master himself and disbelieve?*

Evidently not. Yzor’s wolf remained – but Krait’s disappeared. *He gave up on it!* thought Yzor. *Knew it wouldn’t reach me! And he’s slowed...* but then, across the arena, Krait’s fist moved, and Yzor felt ribs crack. Barely strong enough to stand, he stood and watched as his own illusion raced across the sand. Krait had to be weakening too...

The little man was staggering as he looked from Yzor to the “wolf.” He started his punching gesture. Yzor waited. He felt the blow – saw Krait collapse – saw through his illusion’s eyes as it bit . . . and knew it was over.

WIZARD is a game of combat between two or more wizards and the creatures they conjure up. Two, three, or more players can participate.

Players create wizard figures and send them into battle in arenas or underground tunnels. Selections of spells, attributes chosen for the wizards, and the players’ skill will determine who survives and gains experience and higher attributes – and who dies.

WIZARD can be played by itself or as a tactical aid to a fantasy role-playing campaign. Players will find that its system meshes well with most sets of rules, allowing tactical combat to be worked out in a logical fashion. Game masters can now regularize movement and attacks on a small scale.

WIZARD is only one of Metagaming’s fantasy role-playing game series, *The Fantasy Trip*. Other available games include MELEE (combat with medieval weapons), and THE FANTASY TRIP: IN THE LABYRINTH (a complete role-playing campaign system).

II. COMPONENTS

This WIZARD game should contain the following components: (1) This rule booklet. Note: The center 8 pages may be removed and restapled to form a separate set of Reference Pages. (2) One 12" x 14" map, divided into hexagons ("hexes") and larger heavy-bordered "megahexes." (3) One counter sheet, to be cut apart into counters for walls, figures, fire, etc. (4) One die.

You will also need pencils, scratch paper, a straightedge, and at least 3 dice. Miniature figures are not necessary for play, but add interest.

III. CREATING A FIGURE

WIZARD is a game of magical combat, in which the most important factor is the ability of the individual magicians. Each counter in WIZARD represents a "figure" with its own capabilities, determined before play begins. A wizard's basic "attributes" are Strength (ST), Dexterity (DX), and Intelligence (IQ).

When a figure is first created, the player determines its attributes as follows: A human wizard starts with 8 ST, 8 DX, 8 IQ, and 8 EXTRA points to be allotted between the attributes as the player chooses. Thus, each figure begins with a total of 32 points – for instance, 9 ST, 12 DX, and 11 IQ. No attribute may begin at LESS than 8 for a human figure. Animals and monsters go by other rules: see NONHUMAN FIGURES.

STRENGTH (ST) governs:

(1) how many hits a figure can take. "Hits" represent injury. The hits a figure takes in combat are subtracted from its ST; each hit reduces ST by 1. When ST reaches 1 a figure falls unconscious; when ST reaches 0 it dies.

(2) how many spells a wizard can cast. Each spell (listed in the Spell Table on the Reference Pages) has a ST cost. This is the number of ST points a wizard expends casting the spell. This is an energy drain to the wizard, rather than injury – but it is treated just as though the wizard had taken hits, and marked against his ST. A wizard who throws the Trip spell loses 2 ST, just as though he had taken 2 hits. Some spells are "continuing" spells, and cost ST each turn after being cast until the wizard turns them off. NOTE: A wizard cannot cast a spell which would reduce his ST to 0 or less. He CAN cast a spell which reduces his ST to 1.

DEXTERITY (DX) governs:

(1) The order in which figures act each turn after movement.

(2) how likely a figure is to successfully cast a spell, hit an enemy with a physical attack, etc.

(3) how likely a figure is to avoid falling and similar mishaps.

Dexterity is ADJUSTED for several factors, such as the range at which a spell is cast, the effects of spells or wounds on the figure, etc. Whenever these rules refer to DX, the ADJUSTED DX is meant. A figure with a high basic DX may have a very small chance of hitting if its adjDX is low – and a clumsy figure can improve its chances with a positive DX adjustment. A table of all DX adjustments is given on the Reference Pages.

INTELLIGENCE (IQ) governs:

(1) how many spells a wizard can know, and which spells he may choose these from. The number of spells a wizard knows is equal to his IQ.

(2) resistance to illusions and Control spells. The higher a figure's IQ, the easier it will be for him to disbelieve an illusion, and the harder it will be to control him/her/it with a Control Person or Control Animal spell.

Once a figure's 32 beginning points are divided among ST, DX, and IQ, they cannot be changed around. However, a figure that gains experience by surviving combat may increase its attributes - see EXPERIENCE, p. 19.

CHOOSING SPELLS

Once a wizard's ST, DX, and IQ have been set, the player should decide what spells the wizard is to know. This is done by working from the Spell Table, on the Reference Pages, as follows:

The NUMBER of spells a wizard knows is equal to his IQ. A wizard of IQ 10 knows up to 10 spells; these are the only ones he can use.

The spells a wizard may CHOOSE from are also determined by his IQ. The spells in the Spell Table are divided by IQ. A wizard of IQ 8 may know only IQ 8 spells. A wizard of IQ 9 may choose from BOTH the IQ 8 and IQ 9 spells. A wizard of IQ 16 could choose from among all the spells listed - though he could only take a total of 16 of them.

A record sheet or card should be made up for each figure, as in the example below:

YZOR - HUMAN WIZARD	
ST 9	SPELLS: STAFF, FIST, BLVA, DROP
DX 12	WOLF, FIRE
IQ 11	TRIP, DAZZLE
EXPERIENCE = 50	CONTROL ANIMAL, ILLUSION, REV. MISSILES

Mark off ST lost as spells are cast and hits taken, experience points as they are earned, etc. On a separate sheet, record each "continuing" spell cast so you can properly deduct ST each turn...in fact, you may want to keep a record of what spell is cast each turn. Each time a wizard survives combat, his hits are erased.

Once each player's figures are ready, you may begin the combat.

IV. TURN SEQUENCING

WIZARD is played out in a series of turns, each representing about five seconds of action. Each turn is divided into several phases. Generally, each figure may move only during the Movement Phase and perform Actions, including Spell Casting only during the Action Phase.

The Actions a figure may take will depend on how far it moved, whether or not it is Engaged or Disengaged, or in hand-to-hand combat (when using MELEE rules also). An Engaged figure is one that is adjacent to an enemy figure and in one of that figure's front hexes (see VI. FACING).

Nothing in WIZARD happens simultaneously. Each Movement and Action may affect the next one. Each turn goes through the following phases. The following turn phases are completed in order to complete one turn.

1. **INITIATIVE ROLL.** Each player rolls a die. The high roller may choose either to move his figure(s) first that turn, or to have the other player(s) move their figure(s) first.

2. **RENEW SPELLS.** Each wizard who wants to renew one of more continuing-type spells subtracts from his ST to power the spell(s). All spells that are renewed last until the turn ends (or the wizard dies or goes unconscious). All continuing spells that are NOT renewed end immediately, before movement. NOTE: Some spells are not renewable, but last a stated number of turns after casting. The turn such a spell is CAST is always counted as the first turn.

3. **MOVEMENT.** The first player to move executes MOVEMENT only for his figures. How far each figure may move depends upon its Movement Allowance (MA) and the Action which the figure intends to perform. (See V. MOVEMENT)

4. **SECOND PLAYER MOVEMENT.** The second player may then move his figure(s) in the same manner. If there are more than two players competing on separate sides the third and fourth highest Initiative roller and so on will execute Movement until all players have moved their figures.

5. **ACTION.** All Actions are carried out, including Attacks, Spell Castings, Disbelieve Attempts, etc. Figures act in the order of their Adjusted Dexterity (adjDX), highest first to lowest last. Ties on adjDX are resolved each turn by die roll. If a figure is killed, or takes 8 or more hits and falls down before its time to act occurs it does not get to act that turn. A figure that is knocked down must wait until next turn's action phase to get up. Remember that a figure may have his dexterity adjusted by actions of other figures, such adjustments are immediately effective.

6. **FORCED RETREAT.** If any figure inflicted hits, except by missile, thrown weapon, or magical attack, on an enemy figure and took no hits itself, it may retreat the hit enemy figure one hex in any direction and either advance to the hex vacated by the enemy or stand still, thus possibly becoming disengaged.

7. **COUNTER PLACEMENTS.** Counters for thrown or dropped weapons and magically created items are placed in the appropriate hexes and counters for slain or unconscious figures are flipped upside down. If there are still two competing sides with figures able to fight in the arena then begin a new turn of combat.

ACTIONS

Actions take place during the Action phase of a turn, after all Movement is completed. Actions are performed in the order of Adjusted Dexterity (adjDX), the highest adjDX figure acting first and the lowest last, with adjDX ties resolved by die roll. A figure may perform only one Action per Action phase of a turn.

Actions a player may perform are constrained by how far the figure moved that turn and whether or not it is Engaged or Disengaged. A figure may select any Action in the turn's Action phase that would be allowed by his movement that turn and his Engaged status. Actions are listed below, organized by Engaged or Disengaged

status and distance moved. A figure may move less than the maximum distance allowable for an Action and still be able to perform that Action.

ACTIONS FOR DISENGAGED FIGURES

1. A Disengaged figure may move more than half its MA and:
 - a) Take no other action.
2. A Disengaged figure may move up to half its MA and:
 - b) CHARGE AND ATTACK with a spell or any weapon except a Missile Weapon.
 - c) DODGE (See Dodging and Defending)
 - d) DROP to a prone or kneeling position.
3. A Disengaged figure may move two hexes and:
 - e) READY NEW WEAPON (For use with MELEE rules). The figure readies any ready weapon(s) and may ready a new weapon(s) in the hex he occupies. The ready and readling process covers one weapon or shield for each hand.
4. A Disengaged figure may move only one hex and:
 - f) MISSILE WEAPON ATTACK. Fire a ready weapon at a target. (For use with MELEE rules).
 - g) CAST SPELL. Attempt to cast a spell.
 - h) DISBELIEVE. Attempt to disbelieve a suspected illusion, taking no other action.
5. A Disengaged figure may stand still, not moving and:
 - i) STAND UP. Rise from prone, kneeling or knocked-down position during the Movement phase of the turn and take no other actions. This is all the figure may do for the turn.

ACTIONS FOR ENGAGED FIGURES

1. An engaged figure may shift one hex and:
 - j) ATTACK with any ready, non-missile weapon. (For use with MELEE rules)
 - k) DEFEND. (See DODGING and DEFENDING)
 - l) CHANGE WEAPONS. (For use with MELEE rules). Drop a ready weapon and ready a new non-missile weapon.
 - m) ATTEMPT HTH COMBAT. (For use with MELEE rules). Move onto the hex of any adjacent enemy and attempt to hit with bare hands or ready dagger. Any non-dagger ready weapons are dropped.
 - n) CAST SPELL. Attempt to cast a spell.
 - o) DISBELIEVE. Attempt to disbelieve a suspected illusion, taking no other action.
 - p) DISENGAGE. Attempt to move away from an opponent's front hex. (See DISENGAGING).
2. An Engaged figure may stand still and:
 - q) LAST MISSILE SHOT/ATTACK. (For use with MELEE rules). A figure with a ready, loaded missile weapon may get off a last shot if it became Engaged during the Movement phase. The missile weapon MUST be dropped next turn. You can almost always release an arrow at a charging enemy.
 - r) STAND UP. Same as (i) above.
 - s) PICK-UP WEAPON. Drop ready weapon(s) and/or shield and pick-up and ready a dropped weapon in the occupied hex.

V. MOVEMENT

Figures begin the game in any of the 4 entrance hexes (starred) at opposite ends of the map. The map may be played as an arena (use all hexes) or as a tunnel in a labyrinth (use only the unshaded hexes – or only some of the unshaded hexes, if you wish).

Each figure has a movement allowance (MA) of a certain number of hexes. All normal human figures have an MA of 10; MAs for other figures are given in the Monster/Beast Table in the Reference pages. MA may be increased or reduced by magic. When MA is doubled, movement allowed in all actions is doubled, ie. a wizard could move TWO hexes and throw a spell. However, when movement is halved, the wizard could still move one hex and cast a spell, he would not be limited to half a hex.

A figure **MUST STOP ITS MOVEMENT** when it becomes “engaged” – see below under section VI, FACING.

MOVEMENT OF MULTI-HEX FIGURES

The MA for a multi-hex figure is the maximum number of hexes ANY PART of the figure may move in one turn. For instance, if a dragon moves in a straight line, all parts of it will move the same number of hexes – but if its tail stays in the same hex and its head moves 4 hexes, or vice versa, the dragon is considered to have moved 4 hexes.

Since a multi-hex figure must be in a front hex of TWO small figures to be engaged (3 if it's a 7-hex dragon), it does NOT stop movement if it enters a front hex of a single one-hex figure. It DOES have to stop as soon as it occupies two at once, thus becoming engaged – and even then, it is allowed to move one more hex to push the small figures back – see below.

SHIFTING

Only disengaged figures have actions which let them move more than one hex. An engaged figure may move only one hex during the movement phase, and must stay adjacent to all figures to which it is engaged; this is called a SHIFT in the list of actions.

A multi-hex figure also moves only one hex when it shifts. However, the shift may carry it onto one or more one-hex figures (see below) and/or away from one-hex figures with which it was engaged.

MOVING ONTO OTHER FIGURES

Normally, only one figure occupies a hex. A figure may never move through a standing or kneeling figure. A figure may move into a hex with a fallen, unconscious, or dead figure and stop. A figure may also jump over a fallen, unconscious, or dead figure at a cost of 3 from its MA that turn. Whenever a figure enters a hex with a fallen figure, it must make its saving roll on 3 dice against DX. If it misses the roll, it falls down in that hex.

A multi-hex figure (a giant or dragon) may end its movement, or take

its "shift," by "pushing back" any number of one-hex figures, as long as the combined ST (at the moment) of the figures being pushed back is less than that of the figure doing the pushing. The large figure moves one hex and stops; no figure can be pushed back more than one hex per turn. The small figure(s) that it moved onto must immediately make a saving roll: 3 dice against DX. If they succeed, they step to any adjacent hex and may act normally that turn. If they fail, they FALL in any adjacent hex and may do nothing else that turn. If a small figure has no adjacent empty hex to step to, a large figure may not move onto it to push it back.

A multi-hex figure may push back small figures either at the end of its regular move (even if that move engaged it with them) or by shifting onto them while engaged.

FLIGHT

Some creatures can fly naturally; any creature can fly with a Flight spell cast on it. Flight is effective only in an arena; in a tunnel, a flying creature loses all advantages except its speed, but keeps all disadvantages. A dragon cannot fly in a tunnel at all.

Fliers have a higher MA. A grounded creature which wishes to fly "takes off" at the beginning of its movement turn. On its first turn in the air, it has only half its flying MA. Thereafter, it has its normal flying MA. A flier may land at any time, but may not move on the ground on the turn it lands. A creature using the Flight spell automatically lands (not a crash landing) at the instant the Flight spell ceases to be powered.

Flying creatures are NOT engaged by ground creatures unless they wish to be; this assumes there is room in the arena to fly over them. A flyer may freely go over another figure, a fire, a wall, etc. Fliers DO engage one another unless BOTH wish not to be engaged; then they may cross at "different heights."

There are a number of DX adjustments used for combat involving fliers; see the Flight spell in the Spell Table or the table of DX adjustments.

CRAWLING, KNEELING, AND LYING PRONE

A figure may use the DROP action to assume any of these positions. A figure which falls assumes the prone position involuntarily and may do NOTHING next turn except (either) stand up or crawl.

A crawling figure has a MA of 2. A figure may crawl without first standing up. A crawling figure is assumed to have all rear hexes for all purposes, and may not attack. It is possible to crawl out of a Slippery Floor area without making a saving roll.

A figure may kneel or lie prone in a hex directly behind a fallen body. An attack with a Missile-type spell then has a chance of hitting that body instead. If the attacker makes his DX roll to hit, he must then roll one die to see if he hits the shelter instead. If the target figure is prone, he hits it on a 1, 2, or 3; if it was kneeling, or crawling, he needs a 1, 2, 3, or 4.

A wizard may cast spells while prone or kneeling at no DX adjustment.

HIDDEN MOVEMENT

When a figure is invisible and the opposition does not use Mage Sight, or when a figure is in one of several connected shadow hexes and the opposition does not know which one, hidden movement is allowed.

An invisible (or shadowed) figure is taken from the board. Thereafter, its location is not revealed unless it:

- (a) uses a missile spell or makes any physical attack;
- (b) becomes adjacent at any time to an enemy figure (including images and illusions),
- (c) is wounded, falls down, or goes through a (non-shadowed) fire hex.

When one of these events occurs, the location of the hidden figure AT THAT MOMENT is revealed. It stays revealed only as long as the hidden figure stays adjacent to an enemy or in a fire. Other events reveal its location only for an instant.

The player with a hidden figure makes a note, each turn, of where it moves. When Mage Sight is used, or invisibility turned off, the counter is replaced.

When an invisible/shadowed figure is attacked (even by a figure who knows where it is), the attack is at -6 DX because you can't see it. An attack into a hex where you HOPE an invisible/shadowed figure is has the same -6 DX. The same goes for casting of spells and attempts to miss an invisible figure.

When a figure is created "on top of" an invisible figure, the location of the invisible figure is revealed and the creation appears in an adjacent hex. Exception: Fire, Shadow, and Rope, which can occupy a hex with a figure, appear ON the invisible figure.

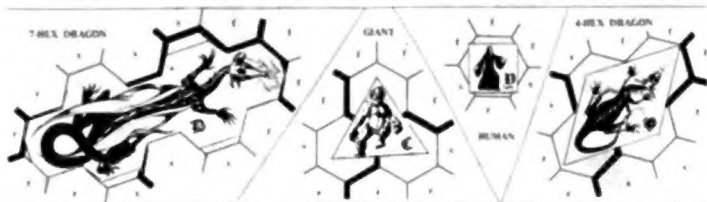
NOTE: This system is slow . . . and it becomes even slower if BOTH figures are invisible and guessing at each others' location. Actually, a third person is needed to referee such a situation. In THE FANTASY TRIP, from which this game is drawn, the Game Master fills this function. Rather than take Invisibility out of WIZARD, we offer this system - knowing it's not perfect, but hoping you'll have fun with it.

VI. FACING

Each one-hex figure "faces" one side of its hex, as shown by the direction the counter is turned. A player may change the facing of a figure whenever it MOVES, and may always change its facing at the end of its movement turn, even if it stayed in the same hex. Facing determines which figures can be attacked by which; it is unwise to let an enemy behind you.

A figure on the ground, crawling, or bending over to pick up a weapon is considered to face "rear" in all six directions; it has no front, except for purposes of determining where it may cast spells. For casting spells, a prone or kneeling wizard has normal front hexes. Example: In the diagram on the next page, Yzor is facing the hex directly "above" him. The 3 hexes marked "f" are his front hexes; the "s" hexes are his side hexes; the "r" hex is his rear hex. He may make a physical attack only into a front hex.

A multi-hex figure - a giant or dragon - also has front, side, and rear hexes, as shown below. A giant's facing may be changed by rotating the triangular counter in the same three hexes. A dragon's facing may only be changed by moving the dragon; he is the wrong shape to spin in place.



ENGAGED AND DISENGAGED

Facing determines which figures are **ENGAGED**. A one-hex figure is engaged if it is in one of the front hexes of an armed enemy. (The only "unarmed" enemy in this game is a wizard who has no staff.) If a figure is directly behind a foe, the front figure is engaged, but the rear one is not.

A multi-hex figure, being bigger, is harder to engage. A giant or small dragon is engaged only if it is in the front hexes of **TWO** or more armed one-hex figures (or one multi-hex figure). A 7-hex dragon is not engaged unless it is in the front hexes of **THREE** or more one-hex figures (or one multi-hex figure).

Facing also determines which figures may be attacked. A physical attack may be made **ONLY** against a figure engaged with you – that is, in one of your figure's 3 front hexes. A spell may be cast only on a figure which is (a) in your own hex or any adjacent hex, or (b) generally "in front" of you (see diagram). A figure **CAN** cast a spell on itself.

In this diagram, Tark is not engaged. Bjorn is engaged (he is in Rolf's front hex), but Rolf is not engaged (he is in Bjorn's rear hex). Karl and Astaroth are both engaged; each is in one of the other's front hexes. Jon and Grath are not engaged; they are not enemies.



The unshaded hexes are "in front of" Tark. He can cast spells only at figures in these hexes, or in his own or adjacent hexes.

A physical attack made from an enemy's side hex adds +2 to the attacker's DX. A physical attack made from an enemy's rear hex adds +4. An enemy's facing does **NOT** affect adjusted DX of spells cast against him.

VII. SAVING ROLLS

A "saving roll" is a die roll made by a figure to escape a bad occurrence. Different bad occurrences require saving rolls using different numbers of dice, made against different attributes.

For example, a saving roll is required to avoid falling down in a Slippery Floor hex. This saving roll is made on 3 dice (relatively easy) against adjDX (because you use dexterity to avoid falling). The figure must roll its adjDX or **LESS** on 3 dice (the same as a "to hit" roll).

The 3-dice-on-DX saving roll is the most common, but others are used. Avoiding a Control Person spell, or disbelieving an illusion, requires a 3-die saving roll against IQ. If a Control Person spell is successfully cast on a figure, that figure then tries to roll its IQ or less on 3 dice. If the roll fails, the spell works; if the roll succeeds, the spell does not take effect (and only costs the wizard casting it the 1 ST for a missed spell).

When a saving roll is mentioned in these rules, the general rule is: roll the given number of dice, trying to get a number **LESS THAN OR EQUAL TO** your ST, adjDX, or IQ, as the case may be. Failure to make the saving roll indicates failure to avoid the hazard involved.

VIII. CASTING SPELLS

A wizard may cast one spell per turn, as long as he knows the spell, has enough ST to pay the cost, and selects an action allowing a

be cast. If he cast continuing-type spells during any previous turn, he must energize them before the movement phase, or they will cease to operate. A wizard may energize any number of spells at once, provided he has enough ST, but may cast only one new one per turn. If he fails to energize any continuing-type spell, it goes off and (if he wants to use it again) he must cast it all over again on some later turn.

ROLLING TO HIT

The "to hit" roll is the basic roll in WIZARD. It is a roll made on 3 dice, to determine whether a figure "hit" – that is, whether its spell worked, its staff or sword struck, etc.

In order to hit, a figure must roll its adjusted DX or LESS on 3 dice. All DX adjustments are cumulative. Starting with a DX of 11, for example, a figure might have -2 for range to the target, -2 for having been severely wounded last turn, and +3 because another wizard had cast a 3-point Aid spell on it . . . thus, its adjusted DX that turn would be 10, and it would need to roll 10 or LESS on the 3 dice. After making a "to hit" roll, the figure rolls again for damage if it hit with a weapon or with a missile spell; other kinds of spell have various effects when they hit (see below).

Some rolls have special significance. When you roll to hit, a 3, 4, or 5 is an AUTOMATIC hit, and 16, 17, or 18 is an automatic miss, regardless of DX. Furthermore:

A roll of 3 means TRIPLE effect. Missile spells and physical attacks do triple damage. Creation spells produce three of whatever you wanted. Other spells have triple effect in any one way the player chooses: three times as long, or three times as powerful, or any other tripling. (You CANNOT have a spell affect the original target figure and two others, though.) There is NO extra ST cost then or later for the triple effect.

A roll of 4 means DOUBLE effect – as above, but only doubled.

A roll of 5 is an automatic hit, whatever your DX.

A roll of 16 is an automatic miss, whatever your DX.

A roll of 17 is an automatic miss, and the wizard loses the full ST cost of the spell. The spell fizzles immediately, even if it was a missile spell.

A roll of 18 is an automatic miss/fizzle, as above, and the wizard still loses the full ST cost of the spell. In addition, the shock knocks him down.

For weapons and staffs: a roll of 17 is a dropped weapon/staff. A roll of 18 is a BROKEN weapon/staff.

TYPES OF SPELLS

There are four different types of spells: Missile Spells, Thrown Spells, Creation Spells, and Special Spells. Each type has different properties.



MISSILE SPELLS

There are only three missile spells: Magic Fist, Fireball, and Lightning. To cast one of these spells, the wizard announces (1) its target, and (2) the amount of ST he is using for the spell. He then makes his "to hit" roll. Dexterity on a missile spell is adjusted as follows: For a target in the wizard's megahex, or one or two MH away: no subtraction. For a target 3 or 4 MH away, DX -1. For a target 5 or 6 MH away, DX -2, and so on. If the wizard makes his "to hit" roll, the spell strikes. If not, it missed. It continues along the STRAIGHT LINE drawn between the center of the wizard's hex and the center of the target hex. If that line enters a hex occupied by another figure, make another "to hit" roll (re-figuring DX for the new range) to see if that figure is hit. Continue in this way until the spell (a) hits a figure or wall, (b) misses all targets, or (c) travels a number of MH equal to the basic ST of the wizard who cast it. Spells do not bounce. The FULL ST is expended, no matter what (if anything) is hit.

Since missile spells travel in a straight line, they are blocked by walls. However, a Lightning spell can blast through a created wall hex. When the course of Lightning passes through such a wall, roll for damage. If it puts more than 5 hits on the wall, that wall hex vanishes and the rest of the force goes through and can hit a target.

If the straight line between the center of the wizard's hex and the center of the target hex passes through a hex containing a figure the wizard does NOT wish to hit, or if a spell misses and its course passes through a hex with a friendly figure, the wizard may "roll to miss" — that is, roll to see whether he successfully got the missile spell past that figure. Make your normal DX roll, adjusting for range to the figure you want to miss. If you roll your adjDX or LESS, you successfully MISSED and your spell continues. NOTE: On a roll to miss, a 14 is an automatic hit, 15 and 16 are double-damage hits, and 17 and 18 are triple-damage hits.

When a missile spell strikes, it does damage as follows: Roll one die for each ST the wizard put into the spell. From the total rolled, subtract 2 for each die if the spell was a Magic Fist, 1 for each die if the spell was a Fireball, and nothing if the spell was Lightning. Thus, if you put 4 ST into a Magic Fist, roll 4 dice and subtract 8 from the total. If you rolled 19 on the 4 dice, your Magic Fist put 11 hits on the target. The same roll with a Fireball would do 15 hits damage; a lightning bolt would do 19 hits.

The "Reverse Missiles" spell will cause missile spells to turn and fly at their sender instead. The sender makes his normal roll as though the target were being attacked, but the spell flies to his target and then straight back to him. If he misses himself, the spell continues on behind him.

THROWN SPELLS

Thrown spells are those which act directly on a figure or object, but do NOT directly put hits on anything. Examples of thrown spells are Blur, Freeze, Slippery Floor, Invisibility, and Stone Flesh.

A thrown spell may be cast at another figure, at the wizard himself, or at some object, depending upon the spell and the desired effect. A thrown spell can be cast on the wizard's OWN hex, on any adjacent hex, or on any hex in front of the wizard at the time he casts it — see FACING.

To figure the DX adjustment on a thrown spell, subtract 1 from DX for every hex from the wizard to his target. A wizard casting a thrown spell on himself (Blur, for instance) has no DX— for distance. If he is casting a thrown spell (Drop Weapon, for instance) on a figure in an adjacent hex, his DX is -1. Thus, thrown spells are unlikely to work at a great distance.

WIZARD

REFERENCE PAGES

SPELL TABLE

IQ 8 SPELLS

STAFF (S): This spell is used to make any piece of wood into a staff (see THE WIZARD'S STAFF). This spell is rarely used DURING a game, because any wizard who knows it can start the game with a staff. If used during a game, its ST cost is 5.

MAGIC FIST (M): A telekinetic blow. Does (1 - 2) damage for every ST point used to cast it; can also trigger traps or carry out other unsubtle manipulations within line of sight.

BLUR (T): Defensive spell. Makes subject harder to see/hear/smel. Subtracts 4 from DX of all attacks/spells against subject. Costs 1 ST to cast, and 1 more ST each turn thereafter until turned off.

SLOW MOVEMENT (T): Halves victim's MA for 4 turns. Slow spells do NOT multiply, but DO add. Two slow spells do NOT reduce a victim to 1/2 speed; they keep him at 1/2 speed twice as long. Cost: 2 ST.

DROP WEAPON (T): Makes victim drop whatever is in one hand - a weapon, shield, or whatever. Will NOT make a ring or amulet fall off. Costs 1 ST, or 2 ST if victim's basic ST is 20 or more.

IMAGE (C): Creates any image (see IMAGES AND ILLUSIONS) occupying one hex. Costs 1 ST.

IQ 9 SPELLS

CLUMSINESS (T): Subtracts 2 from victim's DX for every 1 ST the wizard uses to throw spell. Lasts 3 turns (1 turn if victim's ST is 30 or more).

CONFUSION (T): Subtracts 2 from victim's IQ for every 1 ST the wizard uses to throw spell. Lasts 3 turns. A figure whose IQ is reduced by a Confusion spell cannot use high-IQ spells while 'confused' to a level lower than the IQ required for the spell, but CAN re-energize spells already cast.

AVERT (T): Defensive spell. When a wizard throws AVERT on a victim, the victim must end his movement at least 2 hexes farther from the wizard than he started, each turn the spell is on. A victim who cannot move away without running into something or falling into a river or chasm must make his saving roll (3 dice against adjDX) to avoid falling down. A figure which cannot move 2 hexes due to being engaged must move as far away as it can, even if it has to disengage. Costs 2 ST to cast, plus 1 each turn it is maintained.

AID (T): Temporarily adds 1 to ST, DX, or IQ of any figure (including wizard himself) for each 1 ST the wizard uses to cast it. Lasts 2 turns.

SUMMON WOLF (C): Brings a wolf (ST 10, DX 14, IQ 6, MA 12, bite does 1 + 1 damage) to follow wizard's orders. (See SUMMONED CREATURES.) Costs 2 ST to cast, plus 1 each turn the wolf remains.

REVEAL MAGIC (S): A spell to tell the caster what secret protective spells have been cast by his foes during the combat. Will reveal the following spells and who they are on (NOT who cast them): reverse missiles, spell shields, stone flesh, iron flesh, and shock shields. Will also reveal location of slippery floors. Will NOT reveal whether any figures are images, illusions, or real. Cost: 1 ST.

FIRE (C): Fills one hex with magical flame. Effects of this flame are as follows: No creature of less than IQ 8 will pass through or stay in it; animals are afraid of fire. (An illusion, of course, could pass through.) A figure who moves through a fire hex, or is in a hex when a wizard creates fire there, takes 2 hits of damage. A figure which moves into a fire hex and STOPS (to attack, for instance) takes 4 hits and suffers -2 DX that turn. The effects of fire hexes are cumulative within a turn, but armor and protective spells DO work. Example: A figure moves through two fire hexes (4 hits damage) and stops in a third one to attack (4 more hits). The protection given by that figure's armor and spells are taken from the total of 8 hits to see how many hits the figure actually took from the fire. The hits take effect as soon as the protection is used up. If the figure in the example had Stone Flesh (stopping 4 hits) but no other armor, he would suffer no damage in the first two hexes. However, these would use up the protection, and upon stopping in the third hex he would take 4 hits. (The Stone Flesh would still take 4 hits off any other attack that turn.) Cost: 1 ST.

IQ 10 SPELLS

TRIP (T): Knocks victim down. Does NO damage - but if victim is on edge of a chasm, pit, river, etc., he must make a 4-die saving roll against adjDX to avoid falling in. A good hard Magic Fist would have the same effect. The Trip spell costs 2 ST, or 4 ST if target has 30 ST or over.

SPEED MOVEMENT (T): Doubles MA of target figure for 4 turns. Speed spells do NOT multiply, but DO add. Two speed spells do NOT quadruple the subject's speed; they double it for twice as long. Cost: 2 ST.

SUMMON MYRMIDON (C): Brings a warrior (ST 12, DX 12, IQ 8, MA 10, 2-die broadsword, no armor) to follow wizard's orders. (See SUMMONED CREATURES.) Costs 2 ST, plus 1 each turn the myrmidon remains.

DAZZLE (S): Creates a blinding psychic flash. ALL sighted creatures (friend or foe) in an area within 5 megahexes of the wizard's own megahex (but NOT the wizard himself) suffer -3 DX for 3 turns. Images, illusions, etc. (ANYTHING with eyes) are affected. Cost: 3 ST.

SHADOW (C): Fills one hex with totally black shadow, extending some 3 meters in the air. A hex may be shadowed while a figure is in it. Figure may move freely through shadow hexes. A figure attacking from or through a shadow hex has DX -6. An attack INTO a shadow hex is DX -4. Cost: 1 ST.

SHOCK SHIELD (T): Does 1 die of damage to any creature in the subject's hex (except subject him/herself) at end of each turn the spell is on. Costs 2 ST, plus 1 each turn the shield is maintained.

IQ 11 SPELLS

SLEEP (T): Puts victim to sleep until he (a) awakens naturally, which takes several hours, (b) is hit, or (c) is shaken awake (takes 2 turns) by a figure in an adjoining hex. A sleeping figure falls down. Does NOT work on figures with basic ST of 20 or more. Cost: 3 ST.

SUMMON BEAR (C): Brings a bear (ST 30, DX 11, IQ 6, MA 8, bite

does 2 + 2 damage) to follow wizard's orders. (See SUMMONED CREATURES.) Costs 4 ST, plus 1 each turn the bear remains.

CONTROL ANIMAL (T): Puts any one animal under wizard's control as long as spell is maintained. Works only on REAL animals; if the target was actually an illusion or image, it vanishes when the spell strikes. A controlled animal will follow most orders, including orders to attack its friends (see CONTROL SPELLS) but gets a 3-die saving roll against IQ when the spell first hits. This spell does NOT affect humanoids or dragons. It does affect wolves, bears, etc. Cost: 2 ST, plus 1 per turn maintained.

ILLUSION (C): Creates any 1-hex illusion. See IMAGES AND ILLUSIONS. Cost: 2 ST.

REVERSE MISSILES (T): Causes any missile spells (or missile or thrown weapons) aimed at the spell's subject to turn against the one who fired them instead. When this spell is cast, the player records the fact. He shows it to the other player at the END of the first turn in which missiles were fired at the spell's subject. All missiles which hit that figure are then considered to have hit the figure who fired them, instead (same damage). This may result in "replaying" part of a turn, to achieve the proper unpleasant surprise to the player who fired the missiles. (Exception: In MELEE, if a highly dextrous archer fired two arrows at the protected figure in one turn, only the first arrow turns back. The dextrous archer is then warned, and NO second arrow is fired. This spell has NO EFFECT against non-missile attacks. Cost: 2 ST, plus 1 each turn it is maintained.

ROPE (C): Creates a magical rope to entangle victim, halving his MA. The rope also IMMEDIATELY reduces the victim's DX by 2. Each later turn the rope remains, it reduces his DX by one more...so it is -3 on the 2nd turn the rope remains, -4 on the 3rd turn, etc. To remove the rope, the victim must stand still for a turn, doing nothing else, and make a saving roll on 3 dice against adjDX. A successful saving roll removes the rope, which vanishes. If a figure's DX is reduced to 2 or less by a rope, he falls to the floor, helpless. NOTE: A figure in an adjoining hex can remove another figure's rope in the same way - by standing still and making his own adjDX roll on 3 dice. The Rope spell is not effective against creatures with a ST of 20 or more. For that you need the Giant Rope spell (IQ 15). Cost of the regular Rope spell is 2 ST.

CREATE WALL (C): Creates a solid wall in one hex - looks like a real wall. This spell CANNOT be cast over a figure or part of a figure to entomb him/her in solid rock; cast at a hex containing a figure, it fails. (A wall cast on an image, or part of one, WILL destroy it.) Cost: 2 ST.

DESTROY CREATION (T): Removes any one thing created by a Creation spell, with the following exceptions: (1) Has no effect on summoned beings. (2) Only removes one hex of a multi-hex fire, wall, or shadow. (3) Has no effect on a multi-hex image or illusion of a living being. Costs 1 ST.

IQ 12 SPELLS

FREEZE (T): Totally freezes victim (stops all actions, stiffens body) for 2 to 12 turns (after the spell strikes, wizard rolls two dice). Does not work on beings with basic ST of 30 or more. Costs 4 ST.

FIREBALL (M): Does (1 - 1) damage for every ST point the wizard puts into it. Can be used to set fire to flammable objects.

INVISIBILITY (T): Lets wizard make himself (or another) invisible. The counter for an invisible figure is removed from the map (see HIDDEN

MOVEMENT). An attack against an invisible figure is made at -6 DX (and, of course, has no effect if directed against the wrong hex). Invisibility does NOT make one inaudible or unsmellable, and is no use in the dark except against creatures who see in the dark normally. Otherwise, the effects of invisibility on your foes' DX are NOT cumulative with those of blur, dazzle, shadowed hexes, or darkness. Cost: 3 ST to cast, plus 1 for each turn the spell is maintained.

BLAST (S): Does 1 die of damage to EVERY creature, friend or foe, in the wizard's hex or adjacent to it, except the wizard. Costs 2 ST.

MAGE SIGHT (T): Allows its subject to see objects concealed by blur, invisibility, shadow, or ordinary darkness. Cost: 2 ST, plus 1 per later turn.

BREAK WEAPON (T): Shatters one weapon, shield, staff, etc., in hand of a foe. Does not work on enchanted swords, shields, etc...they are constructed with protection against this spell. Broken weapons do half damage (round down); broken staves are useless. Cost: 3 ST.

3-HEX FIRE (C): Like the Fire spell, but covering up to 3 connected hexes. Cost: 2 ST.

3-HEX SHADOW (C): Like the Shadow spell, but covering up to 3 connected hexes. Cost: 2 ST.

IQ 13 SPELLS

FLIGHT (T): Lets subject (temporarily) fly. (See FLIGHT rules under MOVEMENT.) Any attack on a flying (one-hex) creature is at -4 DX. A creature flying by this spell has a MA of 12. Such a creature will not be used to flight - so if he/she attacks while in the air, his/her DX will be adjusted by -2 for regular physical attacks or magic spells cast on another, and -4 for attacks with physical thrown or missile weapons. This is in ADDITION to the -4 DX mentioned above if a flying creature is the target attacked. If one flying wizard aims a staff stroke at another, his DX is -6; -2 because he's flying, and -4 because his target is. This is clearly not an effective way to attack. Costs 3 ST to cast, plus 1 per turn flying.

SUMMON GARGOYLE (C): Brings a Gargoyle (ST 20, DX 11, IQ 8, MA 8 on ground, 16 in air, fist does 2 dice damage) to serve wizard. (See SUMMONED CREATURES.) Costs 4 ST, plus 1 each turn the Gargoyle stays.

CONTROL PERSON (T): Puts any one human or humanoid, natural or summoned, under wizard's control for as long as spell is maintained. If target was an image or illusion, it disappears. A controlled person will follow most orders, including orders to attack his former friends. (See CONTROL SPELLS.) NOTE: target of the spell gets a saving roll against his IQ on 3 dice. This spell does not work on animals or dragons. Cost: 3 ST, plus 1 each turn the spell is maintained.

STONE FLESH (T): Gives subject's body the power to act as armor, stopping 4 hits per attack. The protective effect of Stone Flesh is cumulative with any other natural or magical hit-stopping ability (armor, fur, etc.) of its possessor, but not with Iron Flesh. There is no way to tell if a figure is protected by this spell except to hit him or use Reveal Magic. Costs 2 ST to cast, plus 1 each turn the spell continues.

SLIPPERY FLOOR (T): Makes the floor over one megahex extremely slick. When any figure enters the slippery area, the player who cast the spell reveals it. Any figure in a hex made slippery, or any figure entering a slippery hex, must make his saving roll (3 dice against DX) to avoid falling in that hex. If the figure then enters another slippery hex in the same

turn, it must roll again, and so on...and even if a figure simply stands still in a slippery hex, it must make the saving roll to avoid falling. A figure which falls in a slippery hex may try to stand next turn, but must make its 3-die saving roll to do so. Of course, it may choose to lie still, or to crawl out (see CRAWLING under MOVEMENT). To figure the range for this spell, or any other thrown spell covering one MH, count the hexes from the wizard to the center of the MH involved; this is the DX—. This spell DOES affect images and illusions. Cost: 3 ST.

STOP (T): The victim of this spell has a MA of zero for the next four turns. He or she may do anything else, but may not move to another hex under any circumstances. Cost: 3 ST.

4-HEX IMAGE (C): Lets wizard create an image (see IMAGES AND ILLUSIONS) of anything no greater than 4 hexes in size. Cost: 2 ST.

3-HEX WALL (C): Like the Wall spell, but affecting any 3 connected hexes. Cost: 4 ST.

IQ 14 SPELLS

LIGHTNING (M): Does 1 die damage for each ST point the wizard puts into it. Can also be used to blast through solid objects – for instance, a created Wall hex will vanish after taking 5 hits from lightning, and the remainder (if any) of the lightning force passes straight through. If a being is killed by magical lightning, all magical items it carried are destroyed.

SUMMON GIANT (C): Brings a giant (ST 30, DX 9, IQ 8, MA 8, no armor, club does 3 + 3 damage) to follow wizard's orders. (See SUMMON-ED CREATURES.) Costs 4 ST, plus 1 for each turn the giant stays.

4-HEX ILLUSION (C): Lets wizard create any illusion (see IMAGES AND ILLUSIONS) no greater than 4 hexes in size. Cost: 3 ST.

REMOVE THROWN SPELL (T): Negates the effect of any Thrown-type spell...can be used to dissolve an enemy spell, or to eliminate a foe's own magic protection. Has no effect on spells other than Thrown type, or on the Spell Shield. Cost: 2 ST.

DISPEL ILLUSIONS (S): Causes all illusions within 5 megahexes of the wizard's own megahex to vanish immediately, regardless of their size and who created them. Cost: 5 ST.

SPELL SHIELD (T): Prevents any spells (hostile or otherwise) from being cast on its subject – that is, protects against effects of all Special, Missile, and Thrown spells. Does NOT affect spells already cast; does NOT protect against ordinary physical force, including damage done by created beings or things, damage done by weapons (ordinary, magical, or staffs), or the effects of magic ropes and slippery floors. When a spell hits a figure protected by Spell Shield, the wizard casting the spell loses the entire ST cost for that spell, because it succeeded but was nullified. Exception – a wizard casting the Death Spell at a protected figure loses only 1 ST. Cost of the Spell Shield: 3 ST, plus 1 per turn it is maintained.

IQ 15 SPELLS

IRON FLESH (T): Similar to Stone Flesh, but better: lets subject's body stop 6 hits per attack. Costs 3 ST, plus 1 per turn.

TELEPORT (S): Instantly "blinks" wizard to another hex. He may choose any facing he likes in the new hex. He does not have to be able to see the hex he is going to, but if he comes out in a hex with a solid object, he dies – and so does the object, if it was alive. Illusions count as solid; images disappear. Cost: 1 ST for each MEGAHEx distance transported.

SUMMON SMALL DRAGON (C): Brings a small (4-hex) dragon (ST 30, DX 13, IQ 16, MA 6 on ground, 16 in air; breath does 2 dice damage, claw does 2 - 2) to follow wizard's orders. (See DRAGONS and SUMMONED CREATURES.) Costs 5 ST, plus 1 each turn the small dragon stays.

GIANT ROPE (C): A strong version of the Rope spell. Cast on a creature of ST 20 or more, it has just the same effect that an ordinary Rope spell has on a human. Cast on a weaker creature, it has the effect of two simultaneous Rope spells, which must be removed one at a time. Cost: 5 ST.

7-HEX SHADOW (C): Like a Shadow spell, but affecting up to 7 connected hexes. Cost: 3 ST.

7-HEX IMAGE (C): Lets wizard create any image occupying up to 7 connected hexes. (See IMAGES AND ILLUSIONS.) Costs 4 ST.

MEGAHEX AVERT (T): Like an Avert spell, but cast on the occupants of a whole megahex at once...that is, any hex and all hexes adjacent to it. If the spell works, every figure in the MH is under an Avert spell, as above. Costs 3 ST to cast, plus 1 each turn the spell is held.

IQ 16 SPELLS

7-HEX ILLUSION (C): Creates an illusion of anything occupying no more than 7 connected hexes (see IMAGES AND ILLUSIONS). Costs 5 ST.

SUMMON DRAGON (C): Brings a 7-hex dragon (ST 60, DX 14, IQ 20, MA 8 on ground, 20 in air; breath does 3 dice damage, claw does 2 dice damage) to serve wizard (see DRAGONS and SUMMONED CREATURES). Costs 5 ST, plus TWO each turn the dragon stays.

DEATH SPELL (T): When this spell is cast, compare the ST of the wizard with that of the victim. The LOWER strength (at that moment) is the amount of ST lost by EACH of the two. In other words, the weaker one immediately dies, and the stronger one loses that much ST. Therefore, if a wizard uses this spell on a stronger opponent, it means his own death instead. Armor, Stone or Iron Flesh, etc., do NOT protect against this spell, although the Spell Shield stops it.

7-HEX FIRE (C): Like the Fire spell, but cast on any 7 connected hexes. Costs 4 ST.

7-HEX WALL (C): Like the Wall spell, but affecting any 7 connected hexes. NOTE: Although you cannot entomb a figure by putting a wall in its own hex, this spell can let you put walls in every hex surrounding a figure, thus trapping it. Cost: 6 ST.

MEGAHEX SLEEP (T): A Sleep spell which affects every figure with ST less than 20 (except the wizard himself) in a single megahex, OR any single figure with ST of 50 or less. Otherwise, just like Sleep, above. Costs 8 ST.

DX ADJUSTMENT TABLE

ALL applicable DX adjustments are cumulative. The only exception involves adjustments when Invisibility is concerned; an invisible figure derives no extra advantage from being in or on the far side of shadow or from being Blurred.

For the convenience of those playing with both WIZARD and MELEE rules, this table includes DX adjustments given in MELEE.

DX ADJUSTMENTS FOR PHYSICAL ATTACKS

Striking from enemy's side.	+2
Striking from enemy's rear.	+4
Crossbowman firing from prone position	+1
Pole-weapon user standing still, against opponent who moved into him and/or charge-attacked	+2
Hobbit using missile spell OR thrown or missile weapon.	+3
Wizard using any weapon except his staff or a dagger	-4
Fighter using a weapon in each hand and striking with both in the same turn.	-4 on both attacks

DX ADJUSTMENTS DUE TO TYPE OF TARGET (FOR EITHER CASTING OF SPELLS OR PHYSICAL ATTACKS)

Target is invisible	-6
Target is Blurred	-4
Target is in a Shadow hex	-4
Target is a one-hex figure in flight	-4
Target is a Giant Snake.	-3
Target is a multi-hex figure in flight	-1

DX ADJUSTMENTS DUE TO YOUR PHYSICAL HANDICAPS

You're in a Shadow hex, or firing a missile spell or missile/thrown weapon through Shadow.	-6
You're using a Flight spell and attempting a physical attack with a thrown or missile weapon	-4
You've been affected by a Dazzle spell	-3
You're using a Flight spell and attacking with a physical weapon OR attempting to cast any spell.	-2
You're standing in a fire	-2
You took 5 or more hits last turn, NOT counting ST drain from casting spells	-2
You're in a Rope spell -2, minus 1 MORE for every turn the rope has been on you.	
You've been hit by a Clumsiness spell -2 for every ST in the spell	
You were knocked down last turn TOTAL DX- for most purposes.	
You can't do ANYTHING this turn except (try to) stand up, or crawl.	

DX ADJUSTMENTS FOR YOUR ARMOR & SHIELD (MELEE)

Small shield	0
Large shield	-1
Leather armor.	-2
Chainmail	-3
Plate armor	-5
Main-gauche used as defense only.	-2
Wizard whose weapon or armor is iron or steel, instead of silver	-4

DX ADJUSTMENTS FOR THROWN SPELL OR THROWN WEAPON RANGE

-1 for every HEX from figure throwing spell (or weapon) to the target's hex. NOTE: A figure using a thrown weapon must "roll to miss" each intervening figure along the straight line drawn between the centers of the attacker's and victim's hexes. If the thrown weapon misses, the attacker must then roll either to miss or to hit (his choice) each further figure the line-of-flight passes through on the far side of the original target, re-adjusting DX for range to each new target. However, a figure using thrown spells does NOT have to "roll to miss" - the spell is a direct attempt at its target, and hits him or no one.

DX ADJUSTMENTS FOR MISSILE SPELL OR MISSILE WEAPON RANGE

If target is 0, 1, or 2 MEGAHEXES away no DX subtraction
If target is 3 or 4 MH away -1
If target is 5 or 6 MH away -2
and so on.

NOTE: A figure using EITHER missile weapons OR missile spells must "roll to miss" each intervening figure along the straight line drawn between the centers of the attacker's and victim's hexes, as well as rolling either to hit or to miss (as he wishes) any figure farther along the line if the spell or missile misses its intended target. DX is re-adjusted for range to each new figure.

MONSTER / BEAST TABLE

The following table gives the characteristics for creatures used in this game and MELEE. MA is movement allowance. The first number is ground movement, and the second number (if any) is movement in flight. (Any creature which cannot normally fly has an MA of 12 when using the Flight spell.) ST, DX, and IQ are the values for a SUMMONED creature of that type (you may change these for wizard's pets, etc.) ARMOR indicates the natural armor of the creature - that is, the number of hits FROM EACH ATTACK that are negated by its natural physical protection. DAMAGE indicates number of dice rolled, and amount added or subtracted from the total, to find the damage the creature does when it hits.

CREATURE	MA	ST	DX	IQ	ARMOR	DAMAGE
Myrmidon	10	12	12	8	none	sword: 2 OR hands: 1 - 3
Wolf	12	10	14	6	1 hit	bite: 1 + 1
Giant snake	6	12	12	4	none	bite: 1 + 1
Bear	8	30	11	6	2 hits	claw: 2 + 2
Gargoyle	8/16	20	11	8	3 hits	fist: 2
Giant	10	30	9	8	none	club: 3 + 3 OR hands: 2 - 1
Small dragon	6/16	30	13	16	3 hits	breath: 2 AND claw: 2 - 2
Dragon	8/20	60	14	20	5 hits	breath: 3 AND claw: 2

Dragons also get their tail "attack" (no damage). See DRAGONS.

Some thrown spells (Slippery Floor, Megahex Sleep, and Megahex Avert) affect not one hex, but a whole megahex. To calculate DX adjustment for these, take the number of hexes from the wizard to the CENTER of the megahex he wants to affect. Any 7-hex circle may be affected.

To try a thrown spell, the wizard makes his "to hit" roll against his adjDX. If he rolls his adjDX or less, the spell takes effect immediately, and the wizard loses ST equal to the spell's ST cost. If the wizard FAILS to make his "to hit" roll, the spell has no effect; the wizard loses ONE point of ST.

Only one Blur, one Dazzle, one Stone Flesh, one Shock Shield, etc., can be cast on any given figure at a time. These spells are not cumulative.

Thrown spells never miss their target and hit another, and never suffer a DX penalty for intervening figures. They take full effect or none.

SECRET PROTECTION

Some thrown spells (Spell Shield, Iron and Stone Flesh, Slippery Floor, Shock Shield, and Reverse Missiles) can act as "secret protection." When a wizard attempts one of these spells, he does NOT have to say what he is trying - he just says "secret protection" and tries his "to hit" roll. If the roll is successful, he notes the magic protection (and which figure or area it's on) on his record sheet. He shows it to the opponent only when (a) it affects the opponent, or (b) the opponent successfully casts Reveal Magic.

A player is permitted to use the "secret protection" method to mislead his opponent. He may say "secret protection" and either (a) roll the dice but cast no spell at all, conserving his strength, or (b) do another spell that produces no visible result, such as a Creation spell to produce something inside a shadow hex where the enemy can't see it.

It is a good idea to keep a turn-by-turn record of what spells are cast, especially if the players are using a lot of secret spells.

CONTROL SPELLS

These are a subclass of Thrown Spells - the spells used to take over the mind of a living creature and make it do your bidding. There are two Control spells in this game: one for animals (works only on wolves, bears, snakes, and other "natural" animals) and one for men (works only on men, elves, giants, gargoyles, and other humanoids). There is no control spell to affect a dragon; all other creatures in this game can be controlled.

Because a Control spell involves taking over its mind, the victim gets a saving roll: 3 dice against IQ. The procedure is this: the wizard announces that he is trying the control spell, and indicates the victim. If the "to hit" roll is successful (thrown-spell range), the victim must make his saving roll. If the roll is successful, the wizard loses 1 ST and the victim is unaffected; if the roll fails, the wizard loses the spell's full ST cost and the victim is under his control.

A controlled figure will obey the telepathic orders of its controller as long as the spell is on, and the controller can see through its eyes. When the spell ends, it will not know who controlled it. A controlled figure will do ANYTHING that will not clearly lead to its own death. If ordered to kill itself, or to attack another figure of more than twice its basic ST, it gets another saving roll of 3 dice vs. IQ. A successful saving roll breaks the spell, and the victim remembers who controlled him. An unsuccessful saving roll means the order is followed.

Only a real being (summoned or otherwise) may be controlled by these spells. If a wizard takes control of a summoned being, the energy that he puts into the control spell goes to keep the being on this plane. The wizard

who originally summoned that being no longer has to pay the ST cost each turn, and CANNOT get rid of the being by willing it away. When the being's new master stops energizing the Control spell, the summoned being vanishes.

A Control spell can be used on a being under the influence of another Control spell; control of a being may change hands many times.

Images and illusions CANNOT be controlled. If a control spell is attempted against an image or illusion, and the wizard makes his "to hit" roll, the image or illusion vanishes. This does NOT mean that a Control spell can dispel an illusionary fire, wall, etc. A Control spell will dispel only an image or illusion of a thing it could control.

CREATION SPELLS

These are spells used to bring something into being – either to bring help from elsewhere (Summoning spells), or to create fire, shadow, or walls, or to create an image or illusion of any of these things. Magic Rope is also a Creation spell.

To attempt a creation spell, the wizard announces that he is trying a creation, but does NOT say specifically what. He then attempts the "to hit" roll. If he makes it, succeeding with (for instance) a wolf, he places a wolf counter on the map . . . but the opposing player does not know whether it is a real (that is, summoned) wolf, an illusion of a wolf, or just an image.

Creation spells have a limited range. A created being or object can appear anywhere in the space defined by the wizard's megahex and all megahexes adjacent to it. It can appear ANYWHERE in this space, as long as it appears in an empty hex(es). Fire and Shadow can appear in occupied hexes, and the Magic Rope is no use except in an occupied hex.

On the next turn, a created being can move away – or the wizard can move away from his creation. It does NOT have to stay within the original mega-megahex range.

A created being must appear in a hex the wizard can see into. You may not stand on one side of a wall, for instance, and attempt to create a being on the other side. However, you MAY attempt to create a being, fire, etc. in a shadow hex. (If you succeed, don't put a counter down – your opponent will not know about a being or fire in shadow until he comes adjacent to it with one of his figures.)

There is no DX adjustment for range on creation spells, since they must appear within a limited area anyway. If the wizard makes his adjDX roll, the created being or object instantly appears wherever (within the mega-megahex) the wizard wishes. If the wizard MISSES his adjDX roll, nothing appears, and the wizard loses one ST point.

A created being CANNOT move or fight on the turn it appears. At the beginning of the NEXT turn, it can pick an option and behave like any other figure.

A wizard can see through the eyes of the summoned beings, images, or illusions brought by his Creation spells. If he has Mage Sight, his creations have it too.

OPTIONAL RULE – TIME LIMITS

As included in *The Fantasy Trip*, certain spells have a long, but limited, duration. These include images, illusions, fire, walls, and shadow. These spells last 12 turns and then vanish (unless the original caster has repeated the spell before the end of that time to give them a further 12 turns).

Since most games of WIZARD do not last 12 turns, you may wish to save yourself record-keeping by treating these spells as permanent.

SUMMONED CREATURES

These are the "real" beings summoned temporarily from another plane to do the wizard's bidding. They are completely under the control of the wizard who summons them, and vanish only (a) when they are killed, (b) before MOVEMENT in a turn when the wizard who summoned them fails to re-energize the Summoning spell, (c) at any time their master wants them to vanish, or (d) at the END of the turn the-controlling wizard dies or becomes unconscious. (Thus, your summoned creature has a turn, or part of a turn, to revenge you if you are killed.)

Since a summoned creature is real, it behaves in all ways like any other figure, except that (a) it cannot move, fight, defend itself, or do anything else on the turn it is created, and (b) it CANNOT try to disbelieve an illusion, since it has no will of its own.

When a wizard summons a being, the player must make a record sheet for the summoned being, since it takes hits and dies like any other figure. The only way to get rid of a summoned being (unless you take it over with a Control spell) is to kill it, kill its master, or knock its master out. NOTE: If an Aid spell revives him before the end of the turn, his summoned being(s) will still be there and can be re-energized - unlike images and illusions, below, which vanish the instant their master loses consciousness.

A Control spell can be used to take over a summoned being. If it succeeds, and the summoned being misses his saving roll, treat it thereafter as though it had been summoned by the wizard who now controls it. The ST put into the Control spell is the power keeping the being on this plane.

No wizard can re-energize this spell except the one who cast it. (This is true of ALL continuing spells. Only the caster can re-energize them.)

IMAGES AND ILLUSIONS

A wizard can create two types of "unreal" things: IMAGES and ILLUSIONS. A wizard can create an image or illusion of anything real, as long as he knows the Image (or Illusion) spell.

IMAGES are simple. An image has the total appearance (sight, sound, smell, etc.) of whatever it simulates. Different spells create images of different sizes. An image may be of a living creature, fire, wall, shadow, etc. - but must be of one thing. The 7-hex image spell will NOT create an image of 7 men.

An image follows the mental commands of its creator. However, it has no reality and can NEVER do damage. If it hits or touches something, or something hits or touches it, the image disappears. (An illusion which hits an image destroys the image. If one image hits another, both vanish.)

An image can also be destroyed simply by moving through it. However, if a figure tries to move through an "image" which turns out NOT to be an image, its movement stops in the hex from which it tried to enter the other figure's hex. The other figure must make a 3-die saving roll on DX to avoid falling; the figure which ran into it thinking it was an image must make a FOUR-die roll on DX or fall down. However, dragons or giants wouldn't need to make a saving roll unless hit by another multi-hex figure.

When a missile spell (or thrown/missile weapon) hits an image, the image vanishes and the missile goes on in a straight line, unaffected.

ILLUSIONS are much more dangerous. They are like images in that

they come in different sizes and may simulate anything real. An illusion also moves, speaks, and fights just as its creator commands. However, an illusion can hurt or kill others as long as they believe in it.

An illusion is treated just like an ordinary figure. Its creator should make a record sheet for it if it represents a living being. An illusion has the exact characteristics of the thing it represents; an illusionary wolf has ST 10 and DX 14 just like a real one. It can be killed just like a real wolf, too: if it takes 9 hits, it's unconscious, and a 10th hit kills it. It then vanishes. You can combat an illusion on the physical level and triumph.

DISBELIEVING AN ILLUSION

A figure may use mental energy to dispel a suspected illusion. Disbelief is a simple magic spell known by everyone with an effective IQ of at least 7. Beings created or summoned through magic may not disbelieve. When a successful disbelief die roll has been made against an illusion, it is immediately dispelled and its counter is removed from play.

A figure attempts a disbelief by selecting the DISBELIEVE action. The player who controls the suspected illusion SECRETLY makes a roll of three dice. If the roll is less than or equal to the disbeliever's currently effective IQ, the illusion is removed from play. If the roll was greater than the disbeliever's IQ or it wasn't an illusion, the counter remains in play.

Illusions may also be dispelled by Destroy Creation, Dispel Illusion or appropriate Control spells.

BOTH ILLUSIONS AND IMAGES have the following things in common:

Like other created beings, they do nothing on the turn they appear.

They vanish the INSTANT their creator dies, goes unconscious, or wills them away.

Illusions or images of walls, fire, or shadow can be created. Illusions work just like the real thing until disbelieved or destroyed by a spell. Images LOOK real, but vanish when hit, touched, or walked through.

An illusion of a Rope spell can be created as above. An image Rope could be created, but would vanish as soon as it touched its "victim."

All spells affect illusions/images as though they were real, except Invisibility and the Death spell. An Invisibility spell destroys an image or illusion; the Death spell destroys an image at a cost of 1 ST to the caster, but affects an illusion as though it were alive. Other spells (flight, slow, etc.) affects an image/illusion normally. NOTE: An image or illusion cannot be commanded to do anything that a "normal" figure of the same type could not do. For instance, an illusion of a Gargoyle could fly, but an image of a human could not (unless a Flight spell were thrown on it). The reasons for this belief of those who observe it. Therefore, it has to act "real" at all times.

A wizard may create an **IMAGE OR ILLUSION DUPLICATE** of any figure, including himself. Such a "double" may even be created in the hex occupied by the original. EITHER the original OR the duplicate then immediately moves one hex in any direction, confusing the opposition.

An image/illusion double CANNOT throw spells of any kind. It can make only physical attacks (and CANNOT use a thrown or missile weapon - that would require the image/illusion to divide in two). However, a

double can **PRETEND** to cast a spell. . .

A double has the same DX as the original, and the same ST if it is an illusion. If the original was blurred, the double will be, too. Other protective spells do not carry over onto a double, since their effect is not visual.

FIRE, WALLS, AND SHADOW

Three types of magical barrier are possible - Fire, Wall, and Shadow. A solid **WALL** (stone-pattern counters) is just that - a hex of magically created wall, about 3 meters high. It cannot be placed in a hex occupied by a figure. It can be placed on a fire, to put the fire out.

SHADOW (blue counters) is insubstantial darkness, and can be walked through. It extends about 3 meters high. A figure inside a shadow can see nothing, unless he has Mage Sight. He has -6 DX. A figure attacking or casting a spell **THROUGH** a shadow is also at -6 DX; an attack or spell cast **INTO** a shadow is at -4 DX. Shadow can be cast over a figure, fire, or wall. It totally conceals its contents. A thing can be created inside an existing shadow, as well.

FIRE (red counters) puts 2 hits on anything passing through or any figure in the hex when the fire appears. It puts 4 hits on anything ending its move in the hex. See **FIRE** in the Spells Table for examples. Fire can be cast into any hex not occupied by a Wall.

SPECIAL SPELLS

These are the spells that do not fit into any of the other categories, like Teleportation, Dazzle, etc. Each one is fully described in the Spells Table.

If a special method of DX adjustment for the spell is described, use it. Otherwise, assume there is no DX - for range.

If a wizard attempts a special spell, he tries his "to hit" roll. If the roll succeeds, the spell works immediately and the wizard loses the appropriate ST cost from the Spell Table. If the roll fails, nothing happens and the wizard loses one ST point.



IX. PHYSICAL ATTACKS

A physical attack is an attempt to damage an enemy with teeth, claws, fists, or weapons. The only way a wizard can make a physical attack is by striking with his staff. Created beings can attack by biting, clawing, breathing fire, striking with a sword or club, punching, etc.

In order to make a physical attack, a figure must choose either the Charge Attack or Shift and Attack action. The figure attacked must be in one of the ATTACKER'S three front hexes.

A physical attack must either be with natural weapons (teeth, fists, etc.) or a "ready weapon." In WIZARD, assume that a wizard, Myrmidon, or giant has his weapon ready at all times unless it has been dropped or broken (see below).

When a physical attack is made, first roll to see if it hit. This is a 3-die roll made against the attacker's adjDX, just as though the attacker were trying to hit with a spell – see ROLLING TO HIT, p. 9. If the attacker rolls his adjDX or less on 3 dice, he hit.

After an attack hits, the dice are rolled a second time to determine how much damage is done. The damage a figure, spell, or weapon can do is expressed in terms of the NUMBER OF DICE rolled to determine it. A Myrmidon's broadsword does "2 dice damage." This means that when it hits, two dice are rolled; the number rolled is the number of "hits" taken by the figure attacked. Each hit taken (after the protection from spells, armor, etc. is subtracted) reduces the victim's ST by 1 and is checked off that figure's record sheet.

Damage done by some figures, weapons, and spells is expressed with pluses and minuses. For example, a wolf does "1 die plus 1" (or simply "1 + 1") damage. One die is rolled and 1 is ADDED to the result. Thus, a die roll of 4 means the victim takes 5 hits. A bear's "2 + 2" means that when a bear hits, 2 dice are rolled and 2 added to the result.

This same method is used to determine physical damage done other ways. For instance, the Magic Fist spell does 1 – 2 damage for EACH ST point expended by the wizard. If a wizard puts 4 ST into a Magic Fist, it does 4 times (1 – 2) damage. . . that is, 4 – 8 damage. Four dice are rolled, and 8 subtracted from the total. If 8 or less was rolled on the four dice, no damage is done at all. . . the spell was a dud.

THE WIZARD'S STAFF

A wizard does not HAVE to have a staff. If he wants one, he must know the Staff spell. This spell is the one used to create a staff. The wizard DOES NOT create the staff during the game (except maybe to replace a broken one). If he knows the Staff spell, he STARTS the game with a staff, without expending any ST to create it.

Regardless of what the staff looks like (rod, wand, quarterstaff, etc.), it is a physical weapon which does one die of damage when the wizard hits with it. Hitting with the staff is treated just as though the wizard were a fighter using a one-die weapon. It costs the wizard no ST to strike with his staff; it is not drawing its power from him.

A wizard who has a staff may keep it in hand at all times, even when he is casting spells; it gives him no advantage or disadvantage. A staff CAN be affected by a Drop Weapon or Break Weapon spell.

If anyone other than the owner of a staff picks it up against his will, it explodes, doing the fool who touched it 3 dice damage.

DROPPED OR BROKEN WEAPONS; BARE HANDS ATTACKS

A figure whose weapon is dropped may recover it by using the **PICK UP DROPPED WEAPON** option; the weapon will be ready for use **NEXT** turn.

A wizard whose staff is broken may either do without or create a new one from the piece in his hand. A broken staff does not work.

A Myrmidon or Giant whose weapon is broken can use it thereafter, but it does only half damage (roll dice normally for the number of hits and then divide in half, rounding down). If it breaks again, it is useless.

A Myrmidon or Giant with a dropped or broken weapon may also attack with its bare hands. This is treated like any other attack, but it does less damage. A Myrmidon attacking with bare hands does 1 - 3 damage. A Giant attacking with its bare hands does 2 - 1 damage.

PROTECTION FROM HITS

In **MELEE**, armor protects a figure by stopping a certain number of hits. In **WIZARD**, spells protect the same way. The **Stone Flesh** spell stops 4 hits per attack; the **Iron Flesh** spell stops 6 hits per attack. This is a subtraction from **EACH** attack against the protected figure. If a figure with **Stone Flesh** is hit by two attacks during the same turn, one doing 5 hits damage and the second doing 3, he takes only 1 hit from the first attack and none at all from the second. The **Stone Flesh** stops the other hits.

The fur, scales, and other natural protection of animals and monsters act the same way. For example, a wolf's fur stops 1 hit per attack. This means that if a wolf is hit by a broadsword (2 dice) and an 8 is rolled, the wolf only takes 7 hits. If the wolf was protected by **Stone Flesh**, 4 **MORE** hits would be stopped - and he would take only 3 hits damage.

DISENGAGING

A figure selects the **DISENGAGE** action to move away from a figure which has him engaged. Instead of attacking, the disengaging figure moves one hex in any direction when its turn to attack comes. A kneeling, prone or fallen figure may not disengage; it must first stand up.

A figure engaged with more than one enemy figure may disengage from some while remaining engaged with others. A figure may never attack on the turn it disengages, except in **Hand-to-Hand** combat (see **MELEE** rules).

Note that an enemy figure with a **adjDX** greater than your figure's **adjDX** will be able to strike at your figure during the turn in which you disengage. An enemy figure with an **adjDX** less than or equal to your figure's **adjDX** must add the difference between the figures' **adjDXs** (if any) to his "To Hit Roll" in order to hit your figure.

For example, if your engaging figure's **adjDX** is 13 and your opponent's **adjDX** is 10, then his **To Hit Roll** will be at -3**DX** to hit you.

DEFENDING AND DODGING

The **Defend** action, for engaged figures, and **Dodge** action, for disengaged figures, have similar effects. **Dodging** is effective **ONLY** against missile spells, thrown weapons and missile weapons. **Defending** is effective **ONLY** against non-missile or non-thrown spells and attacks. A figure must have a ready physical weapon for parrying in order to **Defend**.

To hit a dodging or defending figure, you must make your To Hit Roll on four dice, instead of three dice. Four and five are automatic hits. Twenty and above are automatic misses. Twenty-one and 22 are dropped weapon; and 23 and 24 are broken weapon. Dodge and Defend are purely defensive—you can never hurt your opponent executing these actions.

FORCING RETREAT

A figure which put hits on an enemy figure by any physical attack, or by a missile spell attack on an adjacent figure, and is NOT hit itself that turn, may force the enemy to retreat one hex at the end of the turn. The victor moves the enemy to any adjacent unoccupied hex. He then may choose EITHER to stand still OR to move into the hex from which the enemy retreated. If the enemy has no adjacent, vacant hex to retreat to, it must make a saving roll (3 dice against DX) to avoid falling.

REACTIONS TO INJURY

A figure which takes 5 or more hits in one turn has its DX adjusted -2 for the NEXT turn (only).

A figure which takes 8 or more hits in one turn IMMEDIATELY falls down. If it has not yet acted that turn, it may take no action. It may do nothing next turn except stay down, crawl, or stand up.

X. NONHUMAN FIGURES

MONSTERS AND BEASTS

The characteristics of the various monsters and beasts that can appear in this game - as well as the summoned Myrmidons - are summarized in the MONSTER / BEAST TABLE on the Reference Pages.

OTHER HUMANOID RACES

Wizard figures do not have to be human; they can be elves, dwarves, hobbits, orcs, goblins, hobgoblins, or any other race you care to invent. ELVES have ST 6, DX 10, IQ 8, plus 8 extra points. Their MA is 12. DWARVES have ST 10, DX 6, IQ 8, plus 8 extra points. HOBBITS have ST 4, DX 12, IQ 8, plus 4 extra points. They get an extra +3 DX with missile spells. ORCS have attributes like men's. GOBLINS have ST 4, DX 4, IQ 10, plus 10 extra points. HOBGOBLINS have ST 6, DX 6, IQ 6, plus 8 extra points. You could even let Giants or Gargoyles, which are humanoids too, be wizards, although their IQ should be low - 10 at the absolute highest. Theirs are not intellectual races.

DRAGONS

Dragons (real and summoned) can fight three ways. They can make TWO physical attacks each turn, against the same or different targets, when they pick an attack option. (1) They can strike with a claw, doing 2 dice damage (2 - 2 for small dragons). The claw strike is made at the dragon's adjDX, against any figure in one of the dragon's front hexes. (2) A dragon can ALSO breathe fire. This does 3 dice damage (2 for a small dragon). Dragon breath has the same DX- for range as a thrown spell. . . -1 DX for each hex from the dragon's head to the target hex. It costs a dragon 5 ST each time it breathes (3 ST for a small dragon). A dragon can breathe fire at ANY hex, because its neck is flexible.

A dragon can ALSO lash with its tail. It can do this EVERY turn that it is on the ground, no matter what option it picks. When the dragon's turn to act comes, it gets one roll (at its adjDX) to hit each one-hex figure in one of its rear hexes. Any figure it hits must make a saving roll (3 dice against DX) to avoid being knocked down. The tail does no damage - just knocks you down if it hits you right.

Dragons are armored. A regular dragon's scales stop 5 hits per attack; a small dragon's scales stop 3 hits per attack.

A dragon, because of its size, can move onto and knock over small figures. It can also disengage from one-hex figures during its MOVEMENT turn. See MOVING ONTO OTHER FIGURES and DISENGAGING.

XI. EXPERIENCE

Figures which survive combat gain experience, which can increase their ST, DX, or IQ. The experience a wizard gains depends on the type of combat, and whether the enemy was superior or inferior in total combined attribute points.

COMBAT TO THE DEATH. Continues until all on one side are slain. 50 experience points (EP) to each survivor, or 100 if the enemy averaged more than 3 superior in attributes. May be against other wizards, fighters, dragons, beasts, or any combination.

ARENA COMBAT. Continues until all on one side have fallen or escaped from the "door" from which they entered. Unconscious figures may not be slain UNLESS they finally went unconscious due to strength loss from one of their own spells. Winners get 30 EP; defeated survivors get 20 EP (unless they ran away unhurt, in which case they lose 10 EP). If one side averaged 3 or more weaker in total attributes, all survivors on that side get 20 extra EP each.

PRACTICE COMBAT. No spells are used that can put hits on a foe EXCEPT Magic Fist and Fire spells. Nothing may be summoned; no illusions or images except of the wizard himself are allowed. Striking with the staff is permitted. The object is to incapacitate the enemy, rather than to kill. A figure drops out when its ST goes to 3 or less. It is possible to get killed in practice combat - but difficult. Those still on their feet when one side is eliminated get 10 EP each.

When a figure gets 100 EP, he/she may "trade them in" for one additional point added to EITHER basic ST, basic IQ, or basic DX. There is no limit to how high a wizard can raise his or her attributes, with experience.

NOTE: This system allows a wizard to add one attribute point (on the average) for every two duels. As long as you are only playing WIZARD (and/or MELEE) as a game of duels, this will work quite fairly. However, if you are using TFT: In The Labyrinth, and playing a campaign game, use the experience point system given in TFT:ITL, which allows characters to gain experience for things besides fighting, and discard the method given here.

XII. OPTIONAL RULES

EXPERIENCED FIGURES

A "beginning" figure has only 8 optional attribute points, or a total of 32 points. However, you can create wizards with any number of points if you don't want to "work them up" from the beginning. A battle between two 50-point wizards, each with two 32-point apprentices, is interesting.

PETS

Wizards can start the game with pets, such as tame wolves or bears. Such animals are "real" in every sense, and require no ST to maintain them. Furthermore, they may be stronger than ordinary animals, and will certainly be smarter – and therefore less vulnerable to Control Animal spells. A wizard's pet wolf might have ST 14, DX 14, IQ 10.

THE COURTESY RULE

In a duel involving experienced wizards (total attributes of 40 or more), the "courtesy rule" should be used. This rule forbids either wizard from casting a missile spell as his first action. Obviously, if this rule is not used, such a duel would be short and pointless. However, if each wizard's first spell is a creation or defensive spell, the battle can become quite involved.

XIII. COMBINING "WIZARD" WITH "MELEE"

Since both WIZARD and MELEE are portions of *The Fantasy Trip*, the games can be combined; they are actually different facets of the same system. If you have MELEE, you can involve fighting-men (orcs, goblins, etc.) in your wizardly duels. . . or send a group of fighters down the tunnel with a wizard along as Special Weapons Section.

HAND-TO-HAND COMBAT: HTH combat is permitted, exactly as in MELEE. A wizard involved in HTH must drop his staff. He may cast spells, but ONLY on himself or his foe in HTH, and is at a -4 DX for that. He may draw and use a dagger like any MELEE fighter, but at -4 DX. **NOTE:** The Shock Shield spell is intended for HTH combat; it has no use if WIZARD is played without the MELEE rules.

STRIKING WITHOUT WEAPONS: The WIZARD rules for bare-hands attacks from an adjacent hex may also be used in MELEE.

IQ OF FIGHTERS: If wizards are around, the IQ of fighters becomes important. Assume that ordinary MELEE fighters have IQ 8. This makes their beginning point total 32 – the same as for wizards. You may increase a fighter's IQ, at the expense of ST or DX, to give him a better chance of disbelieving illusions and avoiding Control Person spells.

MYRMIDONS: If you have the MELEE rules, disregard the statement that a Myrmidon has ST 12, DX 12, and a broadsword. A Myrmidon may have any ST, DX, and IQ totaling to 32, and may be equipped with any weapons, armor, and shield, just like a beginning figure in MELEE.

WEAPONS: A wizard may carry two weapons plus a dagger (his staff counts as a weapon). However, his DX is -4 with ANY weapon except his staff. A wizard CANNOT cast a spell if he has any weapon (except his staff) ready; the weapon must be dropped or re-slung. Fighters cannot carry magical staffs.

BROKEN WEAPONS: When the Break Weapons spell is used with MELEE, any weapon which breaks is totally useless EXCEPT a sword or club. A broken sword (any type) or club may be used, doing half damage as in WIZARD; a twice-broken sword or club is useless. In MELEE, a Myrmidon or Giant whose weapon breaks will have a chance to go for another weapon or enter HTH combat – elements omitted from WIZARD.

ARMOR AND SHIELDS: Wizards may wear armor and use shields, just like fighters. A wizard cannot cast a spell if he has a shield ready. Physical armor and shields from MELEE protect against all kinds of hits – including fire and magical hits – but do nothing to protect against spells that do not directly put hits on their wearer.

DODGING AND DEFENDING: Use the 4-die rule from WIZARD rather than the three-dice-twice rule from MELEE.

XIV. COMBAT EXAMPLE

The combat in the Introduction came from an actual game. Yzor has ST 9, DX 12, IQ 11; Krait had ST 8, DX 15, IQ 9. Both carry staffs.

Turn 1: Each takes one step. Krait goes first, summoning a (real) wolf; Yzor throws a Dazzle. Both spells succeed. Both wizards now have ST = 6.

Turn 2. Krait gets initiative. Yzor moves one hex. Krait stands still; his wolf moves 12 hexes. The two wizards now have the same DX; Yzor wins the roll, and creates a wolf (illusion). Krait fakes a protective spell on himself. Krait's ST = 5 (keeping the wolf cost 1). Yzor's ST = 4.

Turn 3. Krait wins initiative again. His wolf engages Yzor. Yzor's illusion engages the wolf from behind. Yzor acts first, and disengages. His illusion bites and misses. Krait tries to disbelieve Yzor's wolf, but the Yzor player rolls an 11; the wolf remains. Krait's wolf cannot act, since Yzor is out of its front hexes. Krait's ST = 4, Yzor's ST = 4.

Turn 4. Krait does not re-energize his wolf, thinking it useless. Yzor wins initiative and sends his illusion toward Krait. Krait wins the roll to see who acts first and throws a 2-die Magic Fist at Yzor. It strikes; he rolls a 6 for 2 hits damage. (First blood!) Both wizards' ST now = 2.

Turn 5. Both wizards stand still; the illusion engages Krait. Krait tries a 1-die Magic Fist at Yzor, now that his DX is back to 15. The loss of the ST point knocks him unconscious. He hits, but rolls 2 - no damage. The illusion bites and hits for 3 damage, killing him and ending the duel.

WIZARD CHARACTER SHEET

ST:

DX: **adjDX:**

IQ:

Spells:

Weapon(s):

**Experience
Points :**

Notes:

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